Game Screen

❶ Strength Gauge
Shows the character's remaining strength.
The character that reaches 0 first loses.

❷ Victory Mark
This mark shows the number of rounds you have won.

❸ Time Display
Displays the remaining amount of time in the round.
The player with the most remaining strength wins
when time runs out.

❹ Player Information
Displays the player's current information, points, etc.

❺ Burst Gauge
Psych Bursts exhaust this gauge's energy, but it is restored as time
elapses and when opponents hit your character.
An ✕ appears on the gauge when it becomes unavailable.

❻ Guard Balance Gauge
This gauge increases when you guard against opponent attacks and
decreases when attacked. When this gauge climbs up to a certain level,
any oncoming attacks are unconditionally treated as a counterattack.

❼ Tension Gauge
This gauge is requires for moves like Overdrive Attack and Roman
Cancel. This gauge increases with the use of attacks and dashes.
Take note that is it called the "Heat Gauge" for Robo-Ky.

❽ Hit Count
Displays the number of times your attack hits the opponent.

The Rules

Match Format

Combatants engage in battle and the first to drain the other of their strength wins the round.
The first to win the best of 3 rounds wins the match.

Time Limit

One round consists of 99 seconds.
If the time limit is exceeded, the round ends and the player with the highest remaining strength wins.

Ties

In the event of a double knockout or when players have the same amount of remaining strength when time runs out, the round ends in a draw.
If the match cannot be decided in 3 rounds, a fourth round (the final round) begins.
If the match is not decided even in the fourth round, the game ends for both players.

Continue

Even when the game ends in Arcade Mode, you can resume play by pushing the START button while continue screen is displayed.

Controls

BACK　　START

LT
LB
RT
RB

left stick

Y
B
A
X

directional pad　　right stick

Xbox Guide button

Directional Pad Controls

directional pad / left stick	Move characters

X	Punch	Y	Slash
A	Kick	B	Heavy Slash
RB	Dust		
RT	Taunt/Respect		
START	Pause Menu		
BACK	Reset (Only in Training Mode)		

Forward ➡	Back (Upper, Middle Guard) ⬅
Crouch ↙↓↘	Crouch (Lower Guard) ↙
Vertical Jump ⬆	Forward Jump ↗
Backward Jump ↖	Dash ➡➡
Back Step ⬅⬅	Airborne Guard (in midair) ⬅
Double Jump (in midair) ↖⬆↗	
Throw ⬅ or ➡ + Heavy Slash	

HOW TO PLAY

Arcade Mode is where you battle computer characters in elimination battles.
Defeat a certain number of opponents and reach the ending.

M.O.M is a one-fall competition where medals are awarded.
The Medal Gauge in the bottom center of the screen rises and the your medal level increases as you strike opponents with combo moves.
 The greater the level of the medal, the more points you receive.

Further, by achieving certain point levels, your character receives life restoration items.

NETWORK

This mode allows you to enjoy network battles via Xbox LIVE.

RANKED MATCH

Battle according to regulations.

Battles are fixed as one-on-one, 99 seconds long, who ever wins 2 rounds first wins.

*Kliff, Justice, GG Mode, GGX Mode and EX Mode cannot be used.

Battle results are ranked.

PLAYER MATCH

Freely regulate the battles you play. Battle results are not ranked.

You can set a private slot, and it is possible to invite friends and battle against them.

VS CPU

This is a mode where you can enjoy battling against computer-controlled players.

The character selection screen appears at the end of each match.

HOW TO PLAY

This is a mode where you battle against computer-controlled players as a team (3 vs 3).

Each team selects 3 characters.
This is a knockout battle and the order of combat is determined by whom you picked first.
You win when you eliminate all of your opponents.

VS 2P

This is a mode for two-player battles.

This mode cannot be played unless at least two controllers are connected.

Once a battle ends, you will return to the Character Select Screen.

TEAM VS 2P

Play 3 vs 3 between two players in this mode.

This mode cannot be played unless there are at least two controllers connected.

Please select 3 characters you wish to play with, in order, on the Character Select Screen.

How to select stage BGM

In specific modes, at the Character Select Screen, you can select the stage's BGM.

After selecting a character, move ⬅➡ on the directional pad to select a stage.
When selecting a stage move ⬆⬇ on the directional pad, and you can select a random stage, or select the character's home stage.

You can change the BGM with the LB and RB.
Push both the LB and RB simultaneously to return the BGM to default.

Sound

Lets you adjust and listen to game BGM and SFX.

Training

This mode is for practicing basic commands and combo attacks. Select your character and a dummy to use as a punching bag.

If you want to adjust various settings during game play, push the START button to call up the Training Menu.

Training Menu

Move the cursor to "Return to Game" and push ⬅➡ on the directional pad to switch between Player and Enemy.

＊You can switch between Player and Enemy with the `LB` and `RB`, regardless of where the cursor is.

●**Return to Game**
Returns you to the Game screen.

●**Commands List**
Displays move commands for your character.

●**Display**
Displays information on directional keys and button inputs, damage and number of combos used.

●**Mode**
Lets you set character controls.
You can select from Controller, CPU and Dummy.

●**CPU Level**
Switching the "Mode" to VS CPU lets you set the CPU player's strength level.

●**Tension**
Lets you set the Tension Gauge level.

Training

Training Menu

●Burst
Lets you set the Burst Gauge level.

●Guard Balance
Lets you adjust the initial position of the Guard Balance Gauge.

●Life Regain
Lets you select the ability to recover strength during play for both the player and CPU.

●Life Bar
Lets you set your character's strength.

●SP Menu
Lets you set each different character's special moves and conditions.

●State
Lets you adjust dummy's state.

●Recovery
Lets you set how your dummy guards and its speed.

●Recovery Frame
Sets the speed that dummy recovers from a down.

●Guard
Sets Dummy's guard.

●Guard Reaction
Sets Dummy's guard type.

●Slip Recovery
Sets the speed that Dummy recovers from Slip.

●Counter
Forcibly sets counterattack.

●Controller Settings
Lets you set buttons.

●Extras Menu
Lets you set detailed battle settings.
＊Available when certain conditions have been met.

●Default
Returns all settings in the Training Menu to their initial state.

●Character Select
Returns you to Character Select Screen.

●End Game
End Training Mode.

Survival

Survival Mode is where you race to defeat one CPU opponent after another.

Complete a stage and recover some of your strength. Lose and it's game over!

Try to get to level [000]

In this mode, your experience points increase when you damage your opponent and once you get over a certain amount of points, your level increases.

Once you reach a certain level, a boss will appear and it is possible to upgrade your ability as well.

(Strengthened ability is only available in Survival Mode)

＊In the Menu Screen, push the OK button while holding down the LB to disable ability upgrades and play "Classic Survival Mode".

Mission

In Mission Mode, you are given various missions to complete. Move ⬅➡ on the directional pad to select the mission number. You will be awarded bonus CGs upon completing each mission.

●Time
Time limit. Select from No Limit or 1 through 99 seconds.

●Completion
Conditions for completion.

●Enemy
Characters you play against.

●Life
Indicates initial life value and conditions.
Select from Poison (life gradually decreases as time elapses),
Heal (life gradually increases as time elapses),
Regain (life recovers quickly).

●Guard Balance
Initial value of guard level.

●Tension
Indicates initial Tension Gauge value and conditions.

●Psych Burst
Indicates whether Psych Burst can be used.

●Seal
Indicates limitations place on character's movements.

●Combo Damage
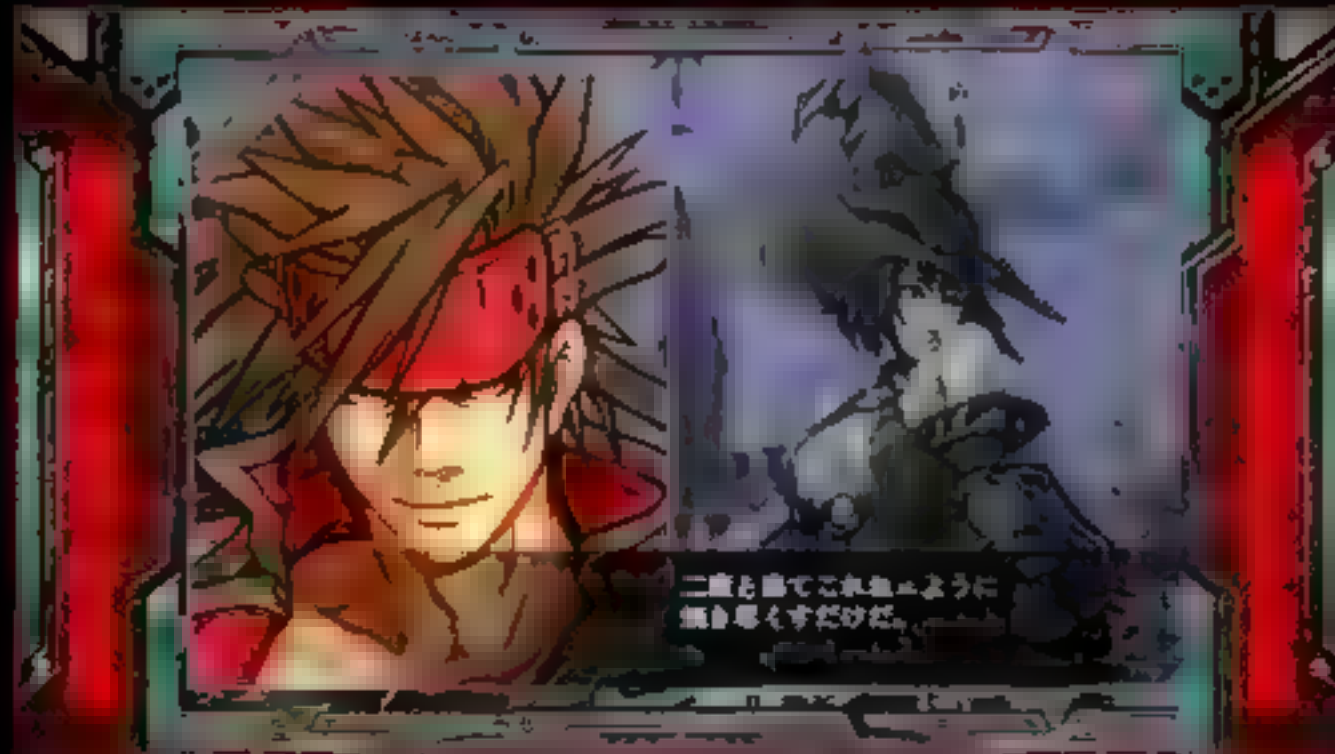Damage limits as per number of hits.

●Instant Kill
Indicates whether you can use an Instant Kill.

●Damage
Indicates what conditions and attack types can damage your opponent.

Story

二度と出てこれないように
抑え尽くすだけだ。

In Story Mode you can go through each character's storyline while fighting through.
Each storyline branches off according to the choices you make and how your battles unfold and the content of your battles, changing the ending.

In Gallery Mode, view CGs obtained at endings.

Gallery

GALLERY

SPECIAL ILLUSTRATION

This mode lets you view character CGs, endings, opening clips, etc. obtained by completing various modes.

Move ⬅➡ on the directional pad to switch between genres.
After displaying the CG, you can turn menus On and Off with the BACK button, move pictures with the directional keys, enlarge images with the RB, reduce images with the LB and return to the Gallery Menu with the B button.

HELP & OPTIONS

Change game settings.

After deciding what you want to change, move ⬅ ➡ on the directional pad to change settings.

Game Settings

Lets you change in-game settings.

●**Game Level**

Lets you set the CPU toughness within 6 levels in each mode. Beginner is the weakest and Maniac is the toughest.

●**Time Limit**

Lets you set the match time limit within 4 levels in Arcade Mode, VS 2P Mode, VS CPU Mode, Team VS 2P Mode and Team VS CPU Mode.

●**Rounds**

Lets you set number of rounds per match within 5 levels in Arcade Mode, VS 2P Mode and VS CPU Mode.

●**Victory BGM**

Lets you set the volume of BGM for the end of each round to Mute, Fade (lowered volume), Intact (no change).

●**Sol Voice**

Lets you change Sol's voice.

●**O-Sol Voice**

Lets you change Order Sol's voice.

●**Language**

Lets you change language. Voices cannot be changed.

●**Default**

Returns settings to initial state.

●**Exit**

Returning to Help and Options.

HELP & OPTIONS

Controller Settings

●Mode
By changing Mode, you can match button layouts
for automatically used controller and joysticks.

●Controller
Button layout for supported controller.

●Preset 1-4
Freely assign and save up to 4 user-set buttons.

●Punch/Kick/Slash/Heavy Slash/Dust/Respect
Button configuration for each control.
Select what you want to change and then push the button
you want to assign it to next.
＊When buttons are changed in Controller, Mode will display Custom.
In this state, when you switch to Mode, Custom is resets and returns to
initial state (Controller).

●Reset (Only in Training Mode)
Returns character placement to initial state (center of screen).

●Rec Player/Rec Enemy (Only in Training Mode)
Lets you control characters and record their actions.
Max recording time is 15 seconds.

●Play Memory (Only in Training Mode)
Push the configured button to display "Playback" on the
screen and play back the movements recorded through "Rec
Player/Rec Enemy".

●Switch (Only in Training Mode)
Push the configured button to control opponent-side character.

●Enemy Walk (Only in Training Mode)
Enemy-side character will walk while pushing the configured
button.

●Enemy Jump (Only in Training Mode)
Enemy-side character will jump while pushing the configured
button.

●P and K/P and D/P K S/P K S HS
Configuration for multi-button controls.
Select what you want to change and then push the button
you want to assign it to next.

●Delete
Move the cursor to Delete and push it to delete all assigned
key configurations.
＊Select the entry assigned to the button and push the same button and
hold to delete, as well.

●Default
Returns settings to initial state.
＊Presets do not return to initial state even when Default is selected.

●Exit
Exit settings.

HOW TO PLAY

Display Settings

Lets you change display settings.

● **Anti Alias**
Lets you change Anti Alias settings.

● **Cockpit Font**
Lets you switch between the regular font and the arcade
original font.

● **Position Gauges**
When set to "Original", each game's position will be the
same as the arcade version.

● **Position V**
Adjust screen to vertical display position.

● **Position H**
Adjust screen to horizontal display position.

● **Side Panel**
Lets you change screen border from 4 different types.

● **Default**
Returns display settings to initial state.

● **Exit**
Returning to Help and Options.

HELP & OPTIONS

Local Rank

Lets you check Arcade/M.O.M./Survival Mode scores, rankings, diagrams, etc. Move ⬅➡ on the directional pad to switch between pages.

＊If you push the Ⓐ button when in this mode, a screen where you can select whether or not to clear ranking data will be displayed.
　To clear data please push the Ⓐ button.

＊Push the Ⓑ button to Returning to Help and Options.

Save Data

Saves/Loads your game's high score and progress.

●**Load**
Loads saved data.

●**Save**
Saves your score ranking, diagrams, options, etc.

●**Autosave**
When set to On, your game will automatically be saved after each Mode.

●**CHANGE DEVICE**
Changes save location device.

●**Default**
Return autosave to initial state.

Extra Menu

Lets you set detailed battle settings.

＊Available when certain conditions have been met.